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AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently amended) A video game apparatus, comprising:
 - a monitor for displaying game images;
 - a plurality of operable members for operating the game images including a character displayed on the monitor;
 - a data transmitter for transmitting data to an external side;
 - a mode instructing member for selectively instructing a training mode and a transfer mode;
 - a first setter for setting a character to be trained and training initial values thereof when the training mode is instructed, each of said training initial values reflecting at least one aspect of basic abilities of the character;
 - a training controller for obtaining training values to be added to the training initial values of the set character by causing the character to take actions in line of a training purpose according to the operation of the plurality of operable members;
 - an item giving device for giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

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a judger for judging whether training has been successful, said data transmitter transmitting character data of the character to an external side when a transfer mode is instructed and when judged by the judger as having been successfully trained ~~to the external side when transfer mode is instructed~~, said character data of the character corresponding with the training initial values and the given items such that a user on the external side can begin training the character with said training initial values and said given items.

2. (Canceled)

3. (Currently amended) A video game apparatus according to claim 1, further comprising:

a data receiver for receiving the character data corresponding with the training initial values and the given items from an external side; and

a second setter for setting [[a]] the character received from the external side by the data receiver ~~and provided with training initial values and given items as an~~ object to be trained.

4. (Currently amended) A character training control method for training a character by operating game images including a character displayed on a monitor by a plurality of operable members, comprising the steps of:

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setting a character to be trained and training initial values thereof when a training mode is instructed, each of said training initial values reflecting at least one aspect of basic abilities of the character,

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

transferring character data of the character to an external side when a transfer mode is instructed and when judged by the judge as having been successfully trained to an external side when a transfer mode is instructed, said character data which is transferred corresponding with the training initial values and the given items such that a user on the external side can begin training the character with said training initial values and said given items.

5. (Canceled)

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6. (Currently amended) A character training control method according to claim 4, further comprising the steps of:

receiving the character data provided corresponding with the training initial values and the given items from an external side; and

setting the received character as an object to be trained when the training mode is instructed.

7. (Currently amended) A readable storage medium storing a video game program, the video game program being a character training control program comprising the steps of:

setting a character to be trained and training initial values thereof when a training mode is instructed, each of said training initial values reflecting at least one aspect of basic abilities of the character;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

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transferring character data of the character ~~to an external side when a transfer mode is instructed and~~ when judged by the judger as having been successfully trained ~~to an external side when a transfer mode is instructed~~, said character data which is transferred corresponding with the training initial values and the given items such that a user on the external side can begin training the character with said training initial values and said given items.

8. (Currently amended) A readable storage medium according to claim 7, wherein the character training control program further comprising the steps of:

receiving character data provided corresponding with the training initial values from the external side; and

setting the received character received as an object to be trained when the training mode is instructed.

9. (Currently amended) A readable storage medium according to claim 7, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the character data of the successfully trained character are transmitted to the external side together with the training initial values.

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10. (Currently amended) A readable storage medium according to claim 9, wherein the character training control program further comprises the step of transmitting a transmission requiring command when the character data of a character provided with the training initial values thereof are received from the external side.

11. (Previously presented) A readable storage medium according to claim 8, wherein the character training control program further comprises the step of displaying, on the monitor, how many times a same character has been transmitted to the external side in the transfer mode.

12. (Previously presented) A readable storage medium according to claim 8, further comprising another video game program executable using at least one successfully trained character.

13. (Canceled)

14. (Currently amended) A readable storage medium according to claim [[13]] Z, wherein the character training control program further comprising the steps of:

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receiving character data provided with the training initial values and the given items from the external side; and

setting the received character as an object to be trained when the training mode is instructed.

15. (Currently amended) A readable storage medium according to claim [[13]] Z, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the character data of the successfully trained character are transmitted to the external side together with the training initial values and the given items.

16. (Currently amended) A readable storage medium according to claim 15, wherein the character training control program further comprising the step of transmitting a transmission requiring command when character data of a character provided with the training initial values thereof and the given items are received from the external side.

17. (Currently amended) A readable storage medium according to claim [[13]] Z, wherein items different from those already given are given to the character when the character received from the external side is trained.

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18. (Currently amended) A readable storage medium according to claim [[13]] 2, wherein the character training control program further comprises the step of displaying, on the monitor, how many times a same character has been transmitted to the external side in the transfer mode.

19. (Currently amended) A readable storage medium according to claim [[13]] 2, further comprising another video game program executable using at least one successfully trained character.

20. (Previously presented) A video game apparatus according to claim 1, wherein the data transmitter transmits said data wirelessly.

21. (Previously presented) A video game apparatus according to claim 20, wherein the data transmitter transmits said data with infrared signals.

22. (Previously presented) A video game apparatus according to claim 1, wherein the data transmitter transmits said data with infrared signals.

23. (Previously presented) A video game apparatus according to claim 1, wherein the data transmitter transmits said data through a cable.

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24. (Previously presented) A video game apparatus according to claim 1, further comprising a probability changer for setting a probability for a plurality of remaining experience points.

25. (Previously presented) A character training control method according to claim 4, wherein said character data is transferred wirelessly.

26. (Previously presented) A character training control method according to claim 25, wherein said character data is transferred with infrared signals.

27. (Previously presented) A character training control method according to claim 4, wherein said character data is transferred with infrared signals.

28. (Previously presented) A character training control method according to claim 4, wherein said character data is transferred through a cable.

29. (Previously presented) A character training control method according to claim 4, further comprising setting a probability for a plurality of remaining experience points.

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30. (Previously presented) A character training control program according to claim 7, wherein said character data is transferred wirelessly.

31. (Previously presented) A character training control program according to claim 30, wherein said character data is transferred with infrared signals.

32. (Previously presented) A character training control program according to claim 7, wherein said character data is transferred with infrared signals.

33. (Previously presented) A character training control program according to claim 7, wherein said character data is transferred through a cable.

34. (Previously presented) A character training control program according to claim 7, further comprising setting a probability for a plurality of remaining experience points.